AutoCAD 2012 for Mac Readme

Installation, Configuration, and Hardware

Before you use AutoCAD for Mac, you should be aware of the following installation and hardware limitations.

Working in Mixed Networked Environments

Customers working in mixed network environments (Windows and Mac) will want to enable Server Message Block (SMB) file sharing via the Sharing applet in the Mac OS X System Preferences dialog. Consult your local network administrator for network specific Windows/Mac file sharing configuration details.

Unicode Characters in Plot Style Names

The Plot Style Table Editor does not support Unicode characters in the name of a plot style. If the name of a plot style contains Unicode characters, the Plot Style Table Editor might not be able to read the file or it might not be selectable from within AutoCAD for Mac. Renaming a plot style file in Finder with Unicode characters will also cause problems with using the file in AutoCAD for Mac.

Loading DBX Files with the Unload/Load Applications Dialog Box (APPLOAD)

When a DBX file is selected in the Unload/Load Applications dialog box, clicking the Load button does not load the file as expected.

You can use one of the following workarounds to load a DBX file:

- In the Unload/Load Applications dialog box, drag and drop the DBX file from the files list at the top of the dialog box to the Loaded Applications list box.
- Use the Load option of the ARX command.
- Use one of the programming APIs or demand loading.

Side-by-side Installs

The English and French versions of AutoCAD 2012 for Mac cannot be installed on the same workstation. If you need to install the English or French version of AutoCAD 2012 for Mac on the same workstation, uninstall the existing version of the product before installing the other version.

Installing the Product

Using the default installation settings is the fastest way to install AutoCAD for Mac. A default installation does the following:

- Performs a Standard installation, which installs the most common application features.
- Installs the product to the default installation path of */Applications/Autodesk/<product name>*.

1. Start the AutoCAD for Mac Installation wizard.
2. On the Introduction page, click Continue.
3. On the License page, select a language from the Language drop-down list and review the Autodesk software license agreement. Click Continue and then click Agree.
4. On the Register page, select the type of license you are using: Stand alone or Network. Enter your serial number and product key, then click Continue.

   For more information on network licensing and setting up a license server, see the Autodesk Licensing Guide and Licensing Appendix.

   NOTE Click Trial if you do not have a serial number and product key. You can change it later in the product after it is started.
5. On the Installation Type page, click Install.
6. If the Password dialog box is displayed, enter your password and click OK.

7 On the Summary page, click Close.

You have successfully installed AutoCAD for Mac. You are now ready to register and start using the program.

Activating and Registering the Product

1 On the Finder menu bar, click Go ➤ Applications.

2 In the Applications window, double-click Autodesk ➤ AutoCAD 2012 ➤ AutoCAD.

3 In the AutoCAD for Mac Product License Activation wizard, select Activate, and then click Next.

For more information on activating a network license, see the Licensing Appendix.

4 Click Register and Activate (Get an Activation Code).

5 Click Next and follow the on-screen instructions.

If you do not have Internet access, or if you want to use another method of registration, you can register and activate AutoCAD for Mac in one of the following ways:

- **Email.** Create an email message with your registration information and send it to Autodesk.
- **Fax or Post/Mail.** Enter your registration information, and fax or mail the information to Autodesk.

Uninstalling the Product

1 On the Finder menu bar, click Go ➤ Applications.

2 In the Applications window, double-click Autodesk ➤ AutoCAD 2012 ➤ Remove AutoCAD.

3 In the Remove AutoCAD for Mac dialog box, click Continue.

4 Select Leave AutoCAD Preferences on My Computer to remove the current saved user settings and click Continue.

5 If the Password dialog box is displayed, enter your password and click OK.

6 Fill out the Feedback form if desired and the click Close.

Join the Customer Involvement Program

You are invited to help guide the direction of Autodesk design software.

If you participate in the Customer Involvement Program (CIP), specific information about how you use AutoCAD for Mac is forwarded to Autodesk. This information includes what features you use the most, problems that you encounter, and other information helpful to the future direction of the product.

See the following links for more information.

- Learn more about the Autodesk Customer Involvement Program: *http://www.autodesk.com/cip*
- Read the Autodesk Privacy Statement: *http://www.autodesk.com/cipprivacy*

When you join, you will be able to view reports that can help you optimize your use of AutoCAD for Mac.

To turn the CIP on or off

1. On the Mac OS menu bar, click Help ➤ Customer Involvement Program.
2. In the Customer Involvement Program dialog box, select Yes or No to toggle your participation in the program.
3. Click OK.

System Requirements

Before you install AutoCAD 2012 for Mac, make sure that your computer meets the minimum hardware and software requirements listed below.

Hardware and Software Requirements

	Minimum	Recommended
Hardware	Model IDs: ■ MacPro4,1 or later ■ MacBookPro5,1 or later ■ iMac8,1 or later	Model IDs: ■ MacPro4,1 or later ■ MacBookPro6,1 or later ■ iMac11,1 or later

	■ MacMini3,1 or later ■ MacBookAir2,1 or later ■ MacBook5,1 or later	■ MacMini4,1 or later ■ MacBookAir2,1 or later ■ MacBook7,1 or later
Operating Systems	The following versions of Apple® Mac OS® X are supported: ■ Snow Leopard - 10.6.4 or later ■ Lion - 10.7.0 or later For more information on Apple Mac OS X Lion see *http://www.apple.com/macosx/*.	The following versions of Apple Mac OS X are supported: ■ Snow Leopard - 10.6.6 or later ■ Lion - 10.7.0 or later
Web Browser	Apple® Safari® 5.0 or later	Apple Safari 5.0 or later
CPU type	64-bit Intel® Processor	64-bit Intel Processor
Memory	3GB RAM	4GB RAM
Hard disk	2.5 GB Free ■ 1 GB Download ■ 1.5 GB Installation	3 GB Free
Graphics card	All graphics cards of supported hardware For additional information, see Graphics Card Driver Update (page 6).	All graphics cards of supported hardware
Display resolution	1024 x 768 with True Color	1600 x 1200 with True Color
Pointing device	Apple® Mouse, Magic Mouse, Magic Trackpad,	Apple Mouse, Magic Mouse, Magic Trackpad, MacBook

	MacBook® Pro Trackpad, or MS-Compliant Mouse	Pro Trackpad, or MS-Compliant Mouse
Keyboard layouts	All Mac OS X supported languages and keyboard layouts	All Mac OS X supported languages and keyboard layouts
Media	Download and Installation from DVD	Download and Installation from DVD
Printers	All Mac OS X compliant printers	All Mac OS X compliant printers

Graphics Card Driver Update

Prior to installing AutoCAD for Mac, you will want to make sure your graphics card is supported.

To verify if your graphics card is supported, visit *http://www.autodesk.com/autocad-graphicscard*. If you do not find your graphics card on the list, it may be outside the supported hardware window.

Command and System Variable History

AutoCAD for Mac inherits many of the commands and system variables available in AutoCAD 2012. This section outlines the new, changed, and removed commands and system variables in this release.

New Commands

The following commands were added:

ARRAYCLOSE Saves or discards changes made to an array's source objects and exits the array editing state.

ARRAYEDIT Edits associative array objects and their source objects.

ARRAYPATH Evenly distributes object copies along a path or a portion of a path.

ARRAYPOLAR Evenly distributes object copies in a circular pattern around a center point or axis of rotation.

ARRAYRECT Distributes object copies into any combination of rows, columns, and levels.

AUTOCOMPLETE Controls what types of automated keyboard features are available at the Command prompt.

BLEND Creates a spline in the gap between two selected lines or curves.

CLASSICGROUP Creates and manages saved sets of objects called groups.

DRAWINGRECOVERY Displays a list of drawing files that can be recovered after a program or system failure.

DRAWINGRECOVERYHIDE Closes the Files Recovered dialog box.

GROUPEDIT Adds and removes objects from the selected group, or renames a selected group.

LAYMRG (-LAYMRG) Merges selected layers into a target layer, removing the previous layers from the drawing.

OVERKILL Removes duplicate or overlapping lines, arcs, and polylines. Also, combines partially overlapping or contiguous ones.

PAGESETUPEDIT Edits the page setup settings for the current layout, Model or named.

PUBLISH Publishes a set of drawings to PDF files or printers.

REFCLOSE Saves back or discards changes made during in-place editing of a reference, either an xref or a block definition.

REFEDIT Edits an xref or a block definition directly within the current drawing.

REFSET Adds or removes objects from a working set during in-place editing of a reference, either an xref or a block definition.

STYLESMANAGER Displays the folder in Finder that contains the plot style files used when plotting or publishing a drawing.

UNGROUP Disassociates the objects from a group.

Changed Commands

The following commands were changed:

3DEDITBAR Reshapes splines and NURBS surfaces, including their tangency properties

ARRAY Creates copies of objects arranged in a 2D or 3D pattern.

CHAMFER Bevels the edges of objects.

CHAMFEREDGE Bevels the edges of 3D solids and surfaces.

COPY Copies objects a specified distance in a specified direction.

EXTEND Extends objects to meet the edges of other objects.

EXTERNALREFERENCES Opens the Reference Manager palette.

FILLET Rounds and fillets the edges of objects.

FILLETEDGE Rounds and fillets the edges of solid objects.

GRADIENT Fills an enclosed area or selected objects with a gradient fill.

GROUP Creates saved sets of objects called groups.

HATCH Fills an enclosed area or selected objects with a hatch pattern, solid fill, or gradient fill.

HATCHEDIT Modifies an existing hatch or fill.

JOIN Joins the endpoints of linear and curved objects to create a single object.

LIST Displays property data for selected objects.

LOFT Creates a 3D solid or surface in the space between several cross sections.

MESHCAP Creates a mesh face that connects open edges.

MTEXT Edits multiline text.

OFFSETEDGE Creates a closed polyline or spline object that is offset at a specified distance from the edges of a selected planar face on a 3D solid or surface.

OPTIONS Customizes the program settings.

PAGESETUP Controls the page layout, plotting device, paper size, and other settings for each new layout.

PLOT Outputs a drawing to a printer or file.

PLOTSTYLE Create and edit plot style files.

PRESSPULL Presses or pulls bounded areas.

PURGE (-PURGE) Removes unused items, such as block definitions and layers, from the drawing.

QUICKVIEW Displays a list of all open drawings, and the layouts contained in the current drawing or the selected drawing when more than one drawing is open.

SPLINEDIT Modifies the parameters of a spline or converts a spline-fit polyline to a spline.

SURFBLEND Creates a continuous blend surface between two existing surfaces.

SURFPATCH Creates a new surface by fitting a cap over a surface edge that forms a closed loop.

UCS Sets the origin and orientation of the current UCS.

UCSICON Controls the visibility, placement, appearance, and selectability of the UCS icon.

UCSMAN Manages UCS definitions.

VPLAYER Sets layer visibility within viewports.

Removed Commands

The following commands were removed:

TRACE Creates solid lines.

New System Variables

The following system variables were added:

ARRAYEDITSTATE Indicates whether the drawing is in the array editing state, which is activated while editing an associative array's source objects.

ARRAYTYPE Specifies the default array type.

AUTOCOMPLETEDELAY Controls the amount of time that elapses before automated keyboard features display at the Command prompt.

AUTOCOMPLETEMODE Controls what types of automated keyboard features are available at the Command prompt.

DRSTATE Indicates whether the Files Recovered dialog box is open or closed.

GROUPDISPLAYMODE Controls the display and grips on groups, when group selection is on.

GROUPSONTOP Controls how layer groups are sorted in the Layers palette.

GROUPLAYERDELETABLE Controls what happens to the layers referenced by a layer group when the group is deleted.

ICONSIZE Controls the size of the icons displayed on the Tool Sets palette and status bar.

PAPERSPACEVISOR Controls the display of the Layout visor when switching to a named layout.

PREVIEWCREATIONTRANSPARENCY Controls the transparency of the preview generated while using SURFBLEND, SURFPATCH, SURFFILLET, FILLETEDGE, CHAMFEREDGE, and LOFT.

REFEDITNAME Displays the name of the reference being edited.

SHOWALLUSEDLAYERSGROUP Controls the visibility of the dynamic All Used Layers layer group in the Layers palette.

SHOWEMPTYGROUPS Controls the visibility of empty dynamic layer groups in the Layers palette.

SHOWGROUPS Controls the visibility of layer groups in the Layers list of the Layers palette.

SHOWUNRECONCILEDLAYERSGROUP Controls the visibility of the dynamic Unreconciled Layers layer group in the Layers palette.

SHOWVPOVERRIDESGROUP Controls the visibility of the dynamic Viewport Overrides layer group in the Layers palette when focus is in a viewport on a layout.

SHOWXREFGROUPS Controls the visibility of layer groups that are saved in an attached external reference (xref) in the Layers palette.

SHOWXREFLAYERS Controls the visibility of layers saved in an attached external reference (xref) in the Layers palette.

UCSSELECTMODE Controls whether the UCS icon can be selected and manipulated with grips.

XEDIT Controls whether the current drawing can be edited in-place when being referenced by another drawing.

XFADECTL Controls the amount of fading within a reference being edited in place. This setting affects only the objects that are not being edited in the reference.

XREFNOTIFY Controls the notification for updated or missing xrefs.

Changed System Variables

The following system variables were changed:

DELOBJ Controls whether geometry used to create other objects is retained or deleted.

PICKAUTO Controls automatic windowing for object selection.

PICKDRAG Controls the method of drawing a selection window.

SNAPMODE Turns the Snap mode on and off.

SOLIDHIST Controls the Show History property for solids in a drawing.

Removed System Variables

The following system variables were removed:

TRACEWID Sets the default trace width.

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